

CELLULOID DIVERSIONS

The Best Little Anime Newsletter in the West

APRIL 1988

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Formerly the C/FO-San Antonio Newsletter

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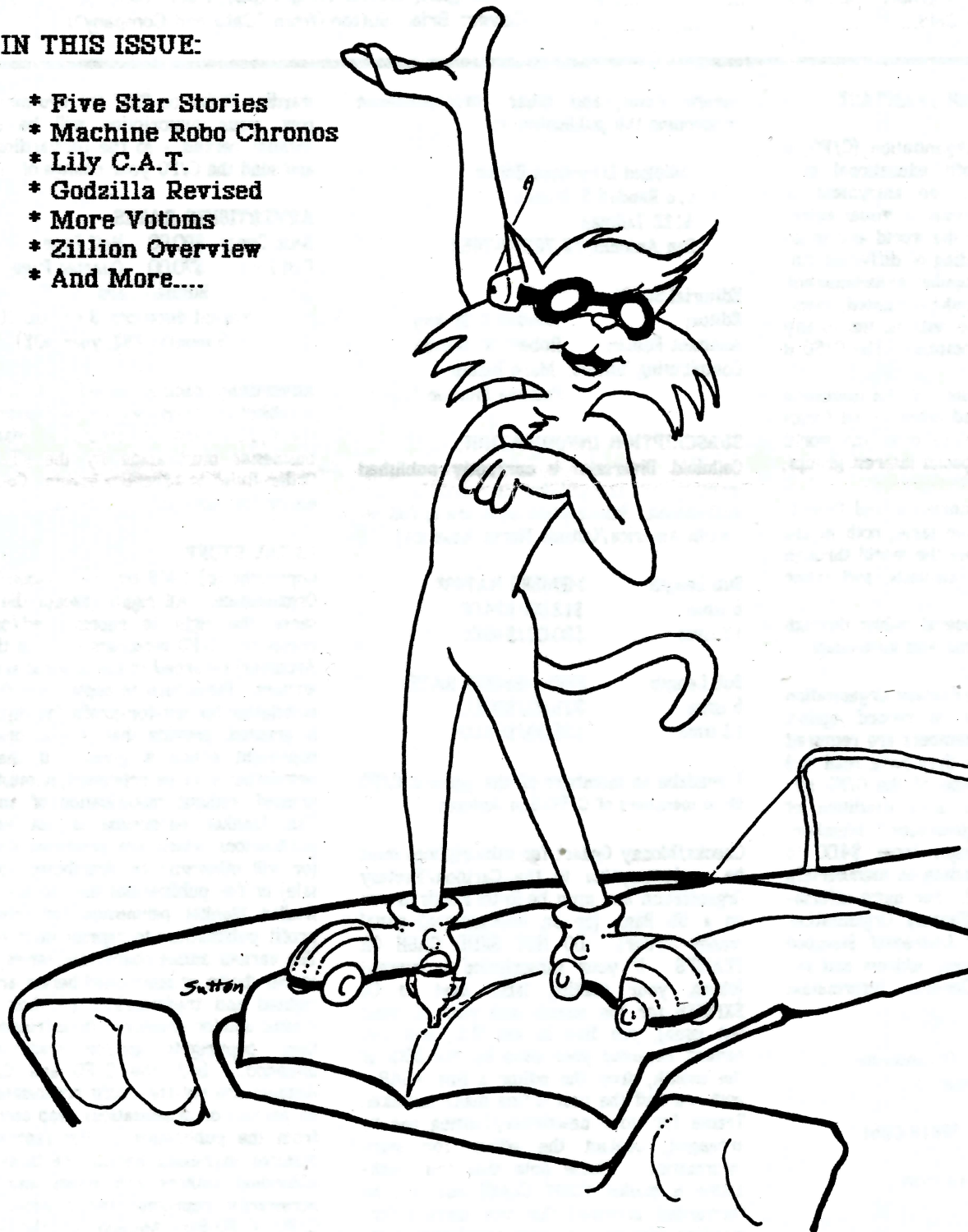


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WHAT IS THE CARTOON/FANTASY ORGANIZATION?

The Cartoon/Fantasy Organization (C/FO) is a world-wide non-profit educational organization dedicated to the enjoyment of animation and other forms of visual entertainment from all over the world and to increasing the understanding of different cultures through their popular entertainment. The C/FO is a membership-oriented, membership ran organization with no ties to any studio or production company. The C/FO is dedicated to;

- providing a forum for the discussion of animation, comic, and other visual forms of entertainment from all over the world through publications, special interest groups, and local sub-units;
- fostering communication and friendship between fans of the same, both in the United States and around the world through correspondence, local sub-units, and other activities; and
- educating the general public through publications, presentations, and screenings.

The bylaws of Cartoon/Fantasy Organization place the organization on record against video piracy and all members are required to sign a statement that they have read and understood the paragraph of the C/FO bylaws dealing with this as a condition of membership in the organization. Membership in the C/FO ranges from \$4.00 to \$18.00 per year, depending on membership class (1988 dues listed). For more information on the Cartoon/Fantasy Organization, send a legal-sized Self-Addressed Stamped Envelope to the following address and request the "C/FO General Information Bulletin".

Cartoon/Fantasy Organization
 Attn: Club Information
 P.O. Box 18261
 San Antonio, TX 78218-0261

PUBLICATION INFORMATION

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* available to members of the general C/FO or to members of C/FO-San Antonio

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warding Order on File" for two months in a row, your subscription will be canceled without refund - so file forwarding orders and send the C/FO your change of addresses!

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Back Cover	\$90.00	Half Page	\$36.00
Full Page	\$70.00	Quarter Page	\$18.00
		Business Card	\$8.00
		(Prepaid discounts: 3 months 10%, 6 months 25%, year 40%)	

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EDITORIAL MUTTERINGS

This is a very special issue of CELLULOID DIVERSIONS. Not only is this the first issue to be published using the C/FO's new personal publishing software, this issue is to be mailed to every member of the C/FO as the non-business portion of NEW C/FO BULLETIN Volume IV, Number 1. This is being done for two reasons. First, as this publication is now being offered to all C/FO members, the general C/FO has decided to send all members this copy so that everyone in the C/FO will know exactly what one gets each month for the subscription price. The second reason is more pragmatic - if the general C/FO did not use this issue as part of the first 1988 NEW C/FO BULLETIN, the whole thing would be nothing but boring club business mandated by the requirement that all C/FO members complete and return a new, signed membership form. Sending the April issue of this publication therefore kills two birds with one stone. Unfortunately, it also means that we will have to forgo our traditional "April Fools" issue this year. The rest of this editorial is aimed at those people who have never seen a copy of this publication before - the rest of you can skip the rest of this editorial and go right on to the good stuff.

WHAT IS CELLULOID DIVERSIONS? Celluloid Diversions is a monthly fanzine devoted to anime, manga, and other visual forms of entertainment. It is a non-profit, fan-run, fan-written, fan-illustrated, non-professional publication that up until this year was called the C/FO-San Antonio Newsletter. The first issue was published in September of 1985 as SAFFR (the San Antonio Fandom Review) and has been published monthly ever since (with a two-month hiatus in January and February of this year so that the editor could concentrate on the general C/FO reorganization). Up until now this fanzine has only been available to C/FO-San Antonio members (but even with that restriction, we currently have about 90 subscribers), but the general C/FO has joined with C/FO-San Antonio in a joint effort to make this publication available to every member of the C/FO who wants it (and can afford it - admittedly, a subscription is not cheap - more on this later).

WHAT CAN I EXPECT TO FIND IN AN ISSUE OF CELLULOID DIVERSIONS? Flip through this issue and you will see. We publish fan articles, translations, synopses, humor, news, reviews, fan art, fan fiction and just about anything else relating to anime, manga, and other odd things that C/FO members like. About the only thing we do not cover at all are the X-rated videos (Cream Lemons and so forth). Please remember, however, that all this material is fan-produced - so it may not be 100% accurate; the grammar may, in places, not really be up to the standards of your English professor; and because this is a spare time activity produced on a monthly basis, numerous typos and other errors creep in and are not discovered until long after the issue has gone to press. So if you are looking for a professional publication, you are looking in the wrong place (CD is a fanzine and proud of it); but if you are looking for a monthly source of anime information and related materials IN ENGLISH, you are in the right place.

According to reader polls, the favorite feature of many readers is our "insert booklets" on specific series which we run as often as we have the material. An insert booklet is a larger than normal article published in reduced format so that more pages of material can be included in this publication for the same price. This issue we have an insert booklet on the series ZILLON, written by one of our contributing editors, Marg Baskin. Please remember that these are not included in every issue. Someone has to write and illustrate such a major article before we can run it as an insert booklet, you know!

One thing that you will not find in CD is a lot of politics. CD is still the newsletter of C/FO-San Antonio, so in the San Antonio section there may be some politics - it is unavoidable. But this publication has tried to keep politics to a minimum and information and fun to a maximum. General C/FO news is reported in ANIME FANDOM NEWSWIRE, but all the discussion thereof is saved for the business section of general C/FO's official newsletter (the NEW C/FO BULLETIN) where it belongs.

Assuming that there is enough interest, we will be adding a section of classified ads --- and yes, with the membership statement required of all general C/FO members by the 1988 C/FO bylaws, general C/FO members will be able to advertise for tape trades and the like for the first time.

FINAL NOTE: I really hope a whole lot of C/FO members subscribe to this publication now that it is available to all. Why? First, because I really enjoy editing and publishing this little newsletter and I'd like to share it with as many anime fans as I can! Second, the more people who subscribe the bigger and better this publication can become without having to increase its price. After 100 copies, the cost-per-copy decreases slightly with each additional copy printed. If you like this issue of CELLULOID DIVERSIONS, please support this fanzine both by subscribing and by contributing your articles, artwork, translations, and fan fiction! Without subscribers, all this effort is wasted. Without contributors, we have nothing to waste the effort on. Both are needed.

Randall S. Stukey

Randall S. Stukey
Editor (and Chief Protector against Silliness*)

* (Don't ask, it's a LONG story)

ANIME FANDOM NEWSWIRE

GENERAL C/FO RE-ORGANIZATION: The general C/FO has completed a major re-organization that will allow it to place much more stress on its members and much less stress on its chapters. If you are a general C/FO member, please read all about it in the issue of the NEW C/FO BULLETIN included with this issue. Even if you are not interested in the politics, please fill out and return the new C/FO Membership Application included therein - according to the new general C/FO Bylaws, any current C/FO members who do not either file a new signed membership application with the C/FO (or submit a refund request) by 30 June 1988 will be dropped from membership in the C/FO WITHOUT ANY DUES REFUND. Please complete and return this form (you have been warned!).

INDEX OF C/FO SYNOPSIS: C/FO member Stephen Schultheis has begun the massive job of attempting to compile an index (something like the READER'S GUIDE TO PERIODICAL LITERATURE) listing all the synopses that have appeared in C/FO publications. He has access to the chapter newsletters that have appeared in ANIME ALMANAC and Fred Patten's old SHOFTALK, but really needs copies of the many newsletters that have not appeared in these places. If you can help with this project, please write Mr. Schultheis at 7529 Carlisle Way, Goleta, CA 93117-1941. This is a very worthwhile project that will be of great aid to all C/FO members and that deserves the support of the entire C/FO.

ANIME NEWS: The latest word from Japan:

- * Orange Road is ending (supposedly as it opened with a meeting on the stairs).

- * City Hunter is moving to a new time slot and will be undergoing some format changes.

- * The new series Salamander is very long, drawn out, and extremely hard to follow unless you speak Japanese.

- * The new Saint Seiya "movie" is out. It's another 45 minute job (sigh). It was described as having less plot than the first movie, but as having good animation. And yes, the rumors you may have heard are true, the saints do take on the Norse gods. This is playing in the theaters in Japan as this is written.

- * The Saint Seiya TV series will NOT be ending with number 75 as we had heard. It will be ending with number 73 or 74 and will be starting a second series with number 75. The saints start the second series in the hospital unconscious. They will have new armor (which is much closer to the armor they have had in the manga) and will be going up against more Greek gods - Poseidon has apparently been mentioned.

Thanks are due to Vaunda Perry for the above anime news - as she was kind enough to call me from Japan with it, I think we can mention her company's new address herein:

Wyvern Web Graphics
P.O. Box 5748
Titusville, FL 32783-5748
(305) 268-8095

WISHFUL THINKING: Jonathan Maciel is interested in starting a publication (or perhaps a round robin) directed towards the wishful thinkers of animation; sort of a thinktank for hopeful writers and artists the field of animated entertainment. The

publication would have a brainstorming type format and would encourage the sharing of ideas and comments. For more information send an SASE to Jonathan Maciel, 400 Andover Lane, Modesto, CA 95350.

MORE ANIME NEWS: HOKUTO NO KEN 2 has concluded with episode 152 - apparently because it had caught up with the manga. The manga is continuing, so there may be a HOKUTO NO KEN 3 on down the line.

ROBOTECH NEWS: Remember the three episodes of THE SENTINELS that Harmony Gold produced before the project ran out of money? These three episodes may be out in home video release this year, Del Rey Books should be releasing the first of the Sentinels novelizations shortly, Comico should have a comic series based there on, and Robotech Art III will cover this "series" as well. [Boy, that's an awful lot material for a mere 3 episodes - the HG marketing people must be very good ---RSS] Harmony Gold is currently marketing a package consisting of the three Sentinels episodes, World of Talisman (Birth, renamed) and Once Upon a Time (Windaria, given a silly name, and according to rumor, a happy ending [the banging sound you hear is the sound of the editor banging his thick skull against the wall ---RSS]) to television stations.

SPECIAL INTEREST GROUPS: The C/FO is hoping to form special interest groups for those of its members who are interested in particular series or in fandom activities such as costuming and/or fan fiction. However, volunteers are needed to setup and run these activities! No volunteers means no special interest groups. See the NEW C/FO BULLETIN for more information! Don't delay, become an active fan today!



FIVE STAR STORIES OVERVIEW

by Kouichi Tsukihashi (reprinted from IMAGE #15)

[Many of you have probably noticed the Five Star Stories manga that is appearing in serialized form in NEWTYPE magazine. The following overview (which appeared as a "book review" of the manga collection, FIVE STARS STORIES #1 in the January issue of Panime's newsletter, IMAGE) is a fantastic intro to the manga---RSS]

THE PLOT OF FIVE STAR STORIES #1

Welcome to the fantasy world of Mamori Nagano. You might recognize this guy's work - he's responsible for the mecha and characters of HEAVY METAL L-GAIM and some of the later GUNDAM series stuff. His art style is distinctly unique, sure to receive criticism from both sides. The machines, in particular, appear to be moving as if this were an animated show rather than a comic book. Inspired by a song off of Emerson, Lake, and Palmer's THE THREE FATES, Nagano came up with his fantasy in the seventies. This book constitutes the first chapter in this epic saga of Amateras Dies Grande Aidas Greece IV. In the prologue, Nagano gives us the ending of Book I of this story --- Headliner Karel Chrysalis defeats Batshu Grado after battling for four days, eliminating the last of the Colus royalty and bringing all of the stars under the rule of Amateras. This is the year 3960. Then Chapter I takes us back to 2988 and the beginning of this saga, when Fatima Lachesis meets Amateras. The young "man" with braided hair is Ledios Thorpe, the top meister of the planetary system. He is on his way to meet his longtime friend Dr. Balanche, the best fatima designer in the system. His "ride" leaves him in the desert, where he is picked up by Board Verado, a headliner. Verado is on his way to confirm the announcement of Dr. Balanche's latest batch of fatimas. (He makes them in threes.)

Balanche tells Thorpe that he did not incorporate mind controls on the three fatimas and that the oldest, Atropos, has already escaped. If Lord Yuber finds out that Lachesis and Clotho are not under mind control, they would be killed. He asks Thorpe to save them. In order to approach Yuber, Thorpe offers his services as Meister.

People gather from the star systems for the inauguration ceremony. Under the agreement of 2930, fatimas are allowed to choose the one master they would serve for a lifetime. Clotho escapes before the ceremony and she is taken under the care of Colus III. The Mirage Knights approval makes it official, leaving horny Yuber to attempt to keep Lachesis for himself. Thorpe is unable to go in and save Lachesis, who loves him, because of his feelings for his first wife. His wife's image (a ghost?) comes to him and talks to him --- in this conversation it is revealed that Thorpe is a god-like personality with an endless life. Therefore, he must be the real Amateras, and the Amateras at the ceremony must be someone else. Anyway, Ledios Thorpe goes back and takes Lachesis. Yuber and his two nephews chase him. Just when things seem to be over, the Knight of Gold rises out of the sand, easily destroying the pursuers. Thus, chapter one comes to an end.

FIVE STAR STORIES TERMINOLOGY

FATIMA---the prime weapons of this age, Mortar Headds, are controlled by two people: the headliner and the fatima. Fatimas are living computers, which serve as the brains of the Mortar Headds. Usually taking the form of females, they can

be distinguished by the cover on their eyes (to keep men from leaving their wives) and crystals on their heads.

MEISTER---Mortar Headd mechanic.

HEADLINER---Mortar Headd pilots. They must have extremely fast reflexes.

KNIGHT OF GOLD---The main mecha of this series and is coated with pure gold (also called Destiny Temple). The Knight of Gold is able to convert light and time to energy (and often falls into a time warp as a result).

AGES---The people of this planet age very slowly, one year of our time is equivalent to 10 years of their age. [Huh?---RSS]

BUSTER LAUNCHER---This is the "big gun" for the Knight of Gold that is powerful enough to warp space. Those familiar with the L-Gaim series have seen this weapon before.

MITE---A scientist, usually designers of fatimas and Mortar Headds.



FIVE STAR STORIES MAIN CHARACTERS

FATIMA FORTUNE LACHESIS---The 44th Fatima designed by Dr. Balanche, she controls the Knight of Gold with tremendous power. In the middle of this saga, she is caught up in the explosion of the planet Calamity and winds up travelling through time with the Knight of Gold. Actually, she is not a fatima, but a goddess endowed with a fearsome secret within her body. Not even she is aware of this. Lachesis and Amateras, their love story is one of the themes of the saga.

MIKADO OF AMATERAS---The main character of the saga, the god of light. He is Lachesis' master and is unaging, undying, and possesses powers beyond reason. In the initial stages, he starts his plan to unify the star systems. In the process, he loses his beloved Lachesis. Surrounded by the fabled Mirage Knights, he pilots the Knight of Gold.

MORTAR HEADD "KNIGHT OF GOLD"---The golden Mortar Headd created by Amateras. Possessing immeasurable power, it is the other main character of the series. It is about 15 meters tall and weighs 144.6 tons. It thrives on the light and time energy sources of the three-dimensional world. Like the Fatima Lachesis, its power is unpredictable. Sometimes out of control and immobile, it appears to be a testy machine. The Knight of Gold is the first Mortar Headd to be armed with the Buster Launcher. Though not equipped with veil (shield), it is a complete, powerful attack type Mortar Headd.

FATIMA CLOTHO---She is Dr. Balanche's 45th fatima, and his last. (Lachesis awakened later... to be accurate, the 42nd fatima has yet to awaken.) She is a fatima and a symbol of this story. Clotho is the youngest of Balanche's last set of sisters---and the most powerful, only she has the power to defeat the Knight of Gold. However, unlike the other fatimas, she is not under mind control and so fears riding and fighting in Mortar Headds.

FATIMA ATROPOS---As the older sister of Lachesis, she is Dr. Balanche's 43rd fatima. After Lachesis is gone, she becomes Amateras's fatima but what she will see... She hates her father, Balanche, for not giving her mind control and leaving her to feel the same as humans.

MIRAGE KNIGHTS---They are officially called the First Easter Mirage Corps Mirage Knights. Made up of the finest Headliners, they pilot the Led, Rough, Cross, Terror, and Jago Mirages.

FATIMA YETTA---One of the oldest fatimas made by Dr. Balanche. Her master is F.U. Rogner, and she is always by his side. She first met Rogner when he was resurrected for the first time as the leader of the Mirage Knights in 2B10. While Rogner is dead, she sleeps in the Float Temple and then comes out when he is reincarnated. She is a good wife and is also called White Yetta.

LEDIOS THORPE---He is a young man who is aiming to be the best meister of the star system. Though possessing beautiful features, he is a male and is an excellent technician. As a friend of Dr. Balanche, he meets Lachesis at a young age. He dreams of building a Mortar Headd not requiring a fatima.

F.U. ROGNER---He is the King of Babylon (located east of Delta Bern) and is Amateras' best friend. He is always flying around the planets with the White Yetta. Rogner is a clone (the only clone in the star system), his father had copied his fetus. As the leader of the Mirage Knights, he sides with Amateras to the end of the saga. He is the best swordsman in the star system.

DR. BALANCHE---Chrome Balanche is the genius who is the pride of the planets. In addition to being a fatima mite, he is also a starship mite. Riddled with an illness, his cracking skin and body show signs of drug addiction.

ISHA CORDANTE---She is the Mirage Knights' Number Two and is given the responsibilities of government. She has a boyish personality.

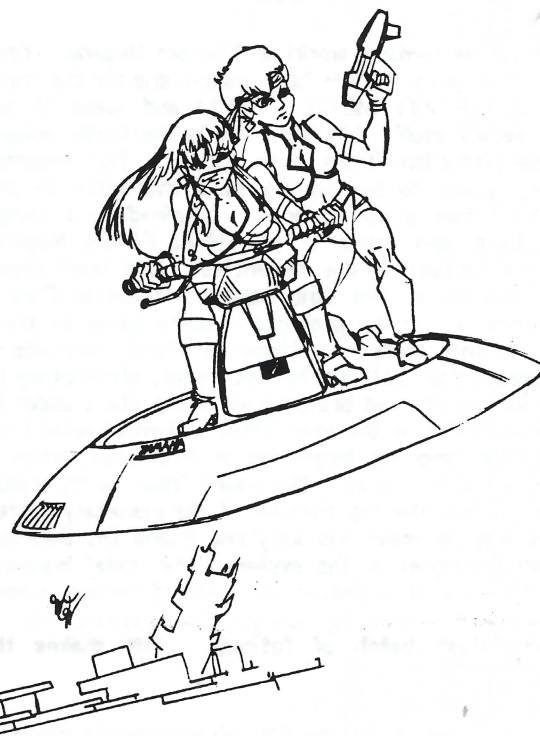
MISSRON RUTH---President of the country of Iran on the planet Addler. Dressed as Board Verado, he meets Ledios Thorpe in the desert. His last words will lead Amateras to make a big decision.

FATIMA MEGAERA---She controls the Mortar Headd Kurumars as Missron Ruth's partner. After his death, she seeks refuge

with Amateras and becomes the fatima of Mirage Knights Number 31, Upizona Verdenburg.

COLUS III---The emperor of the Rondo continent on planet Juno, he is a first class headliner. His partner is Uricle. He has a queen, Elmera, and a daughter, Princess Seyray. Colus III, IV, V, and VI take care of Clotho. He possesses the king's Mortar Headd, Junoon.

EST---She is the fatima of Batshu, the Black Knight. She was created by Cailide, Balanche's rival---and best friend.



MACHINE ROBO CHRONOS

by Vanessa Howle and Akihiro Ikeda

The Machine Robo series - Counterattack of the Chronos was produced by Ashi Pro ("pro" is short for "productions"). Other well known animated series produced by Ashi Pro include: Minky Momo Fairy Princess, Go Shogun, Baldious, Dancougar, and Dorvack. A large majority of Ashi Pro's work was originally produced for the younger Japanese anime viewer, but many of their series rapidly became popular among the older anime viewers as well. Minky Momo and Machine Robo are good examples of this. Although it is not known to the majority of American animation viewers the basic characters from Machine Robo were incorporated into two American series: The Challenge of the Gobots and the movie Rocklords. For example, the Gobots Fitor and Screw Head were called Bluejet and Roddrill in the original Machine Robo series. Unlike Gobots, most Machine Robos are good guys. The only exceptions are the devil invaders (equal to the monster gobots) and the evil rock people shown in the Rocklords movie. The gobots Klaw, Bugsie, Hornet, Scales and Zed were not in Machine Robo. Machine Robo was so popular that Machine Robo 2 "Buttchigiri Battlehackers" ("buttchigiri" means "runaway" in English) was scheduled.

The Machine Robos are the inhabitants of the planet Chronos. They are fighting to protect their planet from alien invaders called Gandrar. On Chronos, there are four basic races of

Machine Robos. The Chronos are the humanoids. Most of them resemble humans but definitely are not human – they can not only change to vehicle form but can combine others and, as seen in the series' latter openings, they are able to combine with robots as well. The Battles (or Battlers) can change to ground vehicles. The Jets can change to air vehicles. The Rock People can change to rocks, jewels, or fossils. The Rock People are known as Rock Lords in America, but, in the original, they are not all bad guys.

The main Machine Robo characters are Rom Stol, Layna Reina Stol, Bluejet, Roddrill, Triple Jim, Pro Truck Racer, and Tough Trailer.

ROM STOL is a master of a martial art called "Ten Ku Chu Shin Ken". Rom can also summon two larger robots: Kenryu and the even larger Bai Kungfu. He also has a "living sword" named Kenro and is able to combine all three to become the mightiest Machine Robo. Rom is a Chronos.

LAYNA/REINA STOL is the younger sister of Rom. Like Rom, she is a chronos and can use the martial arts. (Reina is also the most popular character in the series. Despite this, Bandai has not come out with any toys or models of her – only garage kits are available.

BLUEJET is Rom's best friend. He is a Jet and is also skilled with swords.

RODDRILL is another friend of Rom. He is a Battler who has the ability to change into a drill tank. Roddrill also possess super-strength.

TRIPLE JIM is a servant of Rom and Reina. He is a Battler with the ability to triple change (between robot, car, and helicopter), hence his name.

PRO TRUCK RACER and TOUGH TRAILER are brothers. They are Battlers with the ability to change into trucks. Pro Truck Racer is a professional bombardier.

The villains in the series are the Gandlar, alien invaders whose

purpose is the conquest of the entire universe. The Gandlar employ many soldiers called Devil Invaders. They also often hire the inhabitants of Chronos as soldiers. The major Gandlar characters are Gades, Diondra, Galdy, and Grundios.

GADES is the chief of the Gandlar. His main goal is to get an energy from the planet Chronos that is called "Hi Lebeed". By obtaining this energy, Gades will be able to get eternal life.

DIONDRA is a female Gandlar executive. She is in charge of the Devil Satan 6 – the six Devil Invaders who are able to combine into one big robot and fight for Gades.

GALDY is a two-horned executive of the Gandlar. He looks like a robot executive but he really is a chronos put inside of a robotic body to work for the Gandlar. Galdy is the older brother of Rom and Reina, but is aware of this fact – only Gades and Diondra know of this.

GRUNDIOS is another executive. He lost his body during a battle against Rom and is now using an astral body.

The first Machine Robo series finished its run on May 7, 1987. In the final episode, Rom finally defeated Gades and saved the planet Chronos from catastrophe by using the power of Hi Lebeed. Rom, Layne, Bluejet, Roddrill, and the other characters then traveled to other dimensions to continue the fight against evil. Under the influence of this dimensional travel Rom and Layne become human.

The second Machine Robo series started on June 4, 1987. In this series the new Machine Robos fight against invaders named Grendos to protect the planet B-1. The Battlehackers are a new team of Machine Robos led by R JEDAN, the strongest Machine Robo. In the second series, the Machine Robos are called Argo. They fight with the help of five teenagers from Earth: Akira Amachi, Mia White, Luke Steward, Zen Ogawa, and Patricia Longfellow.

Due to the popularity of the first series, a Machine Robo OVA entitled *Memory of the Battlefield/Reina's Birthday* was released in 1987. The *Memory of the Battlefield* portion of this OVA is a compilation of the openings and endings from the series. *Reina's Birthday* (or *Reina's Holiday*) is a comical short (similar to the *Lady Gablae* and the *Pentagana Dolls* shorts at the end of *L-Gaim Acts I and II*) in which the characters of Machine Robo are portrayed as actors with Reina gearing up for a so-called surprise celebration that includes the entire cast. Since *Reina's Birthday* did so well, there will be more Reina OVAs to follow.

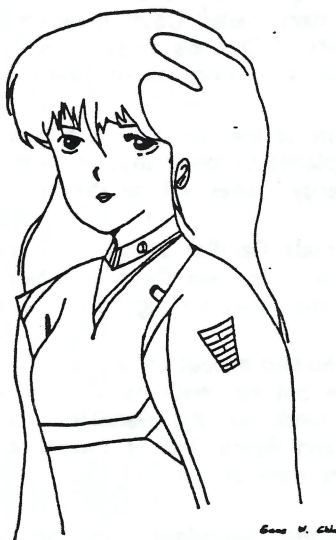


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Camera Ready Copy Required. All ads subject to C/FO and C/FO-San Antonio approval.



LILY C.A.T. SYNOPSIS

by John Carr (Reprinted from the NEW YORK C/FO Newsletter)

The spaceship Saldez, exploring new planets for the Shinkamu Corporation, heads for the Planet LAO-3. The crew is in suspended animation on this 20-year voyage, while the computer handles the navigation.

After arriving in LAO-3's orbit, the six members of the Saldez, awakening from coldsleep, discover a message sent out from Shinkamu Headquarters upon their leaving: two among the seven members of the company explorer team lied about their identities, and that's two too many. Also, the discovery of damage to one of the airducts belies the fact that the ship is carrying something that drifted in...

Amidst the growing feelings of mutual distrust, one of the explorers, Morgan, suffers an "accidental" death. In order to finally discover the infiltrators, an identity check on the explorers is begun, but during this, Dr. Harris, Shipman Watt, and Guy, one after the other, also meet "accidental" deaths - with all of the characteristics of being caused by terminal bacteria. Prowling around that section was a cat - Lily, the pet cat of Nancy, daughter of Shinkamu's President and on board secretly as part of the explorer team.

While the hidden past of the explorer team members' lives are being revealed by the inquiry, the bodies of the accident victims have vanished...and Lily was being eaten through a rapidly corroding wall...Mike, the ship's Captain, takes the most expedient method - releasing that particular block from the ship; but then the computers separates itself from the bridge control and willfully opens up the hanger hatch, blowing Goethe and Dyuura out of the ship in the middle of an equipment check. Someone is operating the ship from the M.C.R.-the Mother Computer Room!

In the Medical room, this time only Dorothy's clothes are discovered, and Shiro voices his deduction: the bacteria came in through the airduct and infiltrated through the tank entered while they were in cold sleep; moreover, it's probably scattered itself throughout the ship's systems. In other words, the bacteria is spreading throughout the ship and amongst everyone on it...

Ignoring everyone's horrified looks, Dick sees through to Shiro's true identity - engineers usually don't have such extensive medical knowledge. Shiro killed a man back on Earth and fled to this ship with faked credentials. Dick, a detective searching for him, found out though his sources that he would be on board, and took this job in order to catch the criminal. Dick then handcuffed himself to Shiro. The Captain reproves him for his action, but Dick refuses to release him while he lives, even with the threat of the bacteria being omnipresent. The Captain then reminds him of the crew and that through coldsleep and many voyages they've been around for some 400 years. He also reminds Dick that he had himself killed a man 40 years ago and escaped to this ship...

Those crew members that are in the Medical room then meet an unknown assailant. While treating Dick's wound, Nancy hears Shiro's reason for committing murder - revenging his younger sister against the guy who hooked her on drugs and then killed her.

When the Captain burns down the door to the M.C.R., he finds that it is indeed occupied - by Lily, thought to be dead. As he repulses Lily's attack, the Captain learns the secret that this exploration is covering. This 'Lily' was a robot sent and hidden by the company. Recently the company had come to distrust its human agents. The fate of this planet investigation was entrusted to a robot who would remain faithful to its given orders. As a matter of fact, the robot codenamed LILY-C.A.T. and camouflaged as Lily, was functioning while the crew was in cold sleep, but owing to the Saldez ended up being infected with the deadly bacteria and acting as a carrier.

With the disappearances of Caroline and Jimmy, only the Captain, Shiro, Nancy, and Dick are still alive. With the bacteria continuing to corrode the ship, the monster now searches for the remaining four humans. Suddenly, horribly, Dick's body begins to change. The bacteria has the effect of transforming the body into its single cells. Dick melted away, leaving only his clothes behind...

LILY C.A.T., having returned to the M.C.R., begins to blow off inflected portions of the ship, making return to Earth its highest priority. Shiro, thinking that they've reached the end of the line, prepares to kill himself, as the Captain speaks. He tells Shiro and Nancy that they can escape in his personal shuttle to a new world and survive, while he blows up the ship to stop the bacteria and prevent the ship from returning to Earth.

But the monster grabs onto the shuttle as it leaves the ship - and ends up burning as it hits re-entry. Safe finally, the shuttle disappears into the clouds of LAO-3.

GODZILLA: THE (SOON TO BE) LOST EPISODES

by Omar Valesco

I was recently reading about a new Godzilla movie being made in Japan (where else?). Not being a loving lobbyist of the large lizard, my reaction was to ignore it and keep reading some place else, until I spied the title of this mustardpiece (sic). The title, to my surprise, was GODZILLA III. Knowing that there have been at least a dozen sequels between GODZILLA 1954 and GODZILLA 1985, I wondered what was going on.

My first thought was, of course, the correct one. The current producers obviously wish to pretend that the films between the first movie and its recent counterpart never existed. While, as I mentioned before, I'm not a fan of the gargantuan gator, I do sympathize with the many who are. Shouldn't the filmmakers (using the term loosely) explain why they are wiping clean the personal history and spinoffs of the King of the Thousand-Ton Titans?

One half-hearted explanation which comes to my mind is that these movies took place in different parallel worlds. It could work. Dig it!

EARTH GGG (GGG = GOOD GUY GODZILLA) is the earth where the films between 1955 and 1977 took place; where RODAN, MOTHERA, and GHIDRA destroy Tokyo every nine months; where the Big G is considered to be the protector of the planet and a national hero in Japan (despite the fact that he just happens to lay waste to millions in property and countless lives.

EARTH BGG (BGG = BAD GUY GODZILLA), on the other hand, is the earth where only GODZILLA, KING OF THE MONSTERS and GODZILLA 1985 took place; where the title character is considered the most evil of creatures and where Tokyo had thirty years to rebuild the damage he caused the first time.

By the way, the Saturday morning TV series, **THE GODZILLA POWER HOUR** (1978-79) by Hanna-Barbera obviously took place on **EARTH DH** (DH = DRY HEAVES).

And for you purists, there's a semi-complete list of the films of "Old H-Bomb Breath":

- 1) Godzilla, King of the Monsters (1954)
- 2) Gigantis, Fire Monster (1955)
- 3) King Kong versus Godzilla (1962)
- 4) Godzilla versus the Thing (1964)
- 5) Ghidra, the Three-Headed Monster (1965)
- 6) Monster Zero (1965)
- 7) Godzilla versus the Sea Monster (1966)
- 8) Son of Godzilla (1967)
- 9) Destroy all Monsters! (1968)
- 10) Godzilla's Revenge (1969)
- 11) Godzilla versus the Smog Monster (1971)
- 12) Godzilla on Monster Island (1972)
- 13) Godzilla versus Megalon (1973)
- 14) Godzilla versus the Cosmic Monster (1974)
- 15) Terror of Godzilla (1976)
- 16) Godzilla 1985 (1985)

If any readers have a better explanation (or excuse) for this situation, please write it up and send it in, the editor loves to print Godzilla articles [I hate Godzilla! I hate Godzilla articles!-RSS]. However, please note that this whole situation doesn't bother me too much, except...I will miss Mothera. I really will.

NOT NECESSARILY THE... AFTERNOON CARTOONS

Program Schedule by Gaijinitsu Ichiban

The following programs can be seen Monday thru Friday on Kajs... that is, if you have nothing better to do with your

time.

2:00 INSPECTOR MAGNUM--Thrill to the exciting, all new adventures of Inspector Harry Magnum as he and his trusty hand cannon bring peace and understanding to the world faster than you can say "Go go gadget Magnum!"

2:30 TRENDAR--The ultimate in faddish, overhyped, over-commercialized, transforming giant robots. Join him in this week's episodes! (Actually, they're nothing more than a series of animated promotional clips for the new line of toys, but these days who can tell the difference?)

3:00 HE RA--Now available for the first time and a proud Kajs exclusive, the adventures of He Ra, the member of the family THEY don't talk about! Don't forget to watch for special appearances by Low-Key.

3:30 MARSHALL BRAVE-AS-LONG-AS-I-OUTNUMBER-THE-BAD-GUYS--More animated advertising with a token plot thrown in to appease parents. Now would be a good time to do that jelly bean inventory you've been putting off for so long.

4:00 MISTERS OF THE UNIVERSE--Cheer as our heroes Mr. T, Mr. Fantastic, Mr. Monster, Mr. Ed, and Mr. Clean once more vanquish the evil forces of Mister Mister in their insane attempt to conquer the universe.

4:30 GEE, HI JOE!--Finally, a realistic portrayal of life in the US Army as "our boys in green" protect innocent bystanders from world domination by COVERT, international bad guys, with only a 25 billion dollar budget to work with. Winner of the 1987 Presidential Equal Opportunity Award (because it went out of its way to represent, and thereby insult the intelligence of, every minority known to mankind, including born again Orthodox Buddhist left-handed used car salesmen from Balmorhea, Texas).

4:55 PUBLIC SERVICE ANNOUNCEMENT--Will the owner of the green LeMans with five bullet holes in the driver's door and the handcuffs hanging from the rear view mirror please return to your car? You left your lights on.

5:00 DANGERMAN--Life for the world's greatest secret agent has really gone to the dogs, as Dangerman fights for his life against the Zoo Gang. Under the guidance of the giant killer hamster Dlofnep, both Spiny Norman and the Elephant Guy resolve their differences long enough to ambush Dangerman. Is it the end for the wide-eyed wonder? Tune in and find out!

5:30 DUCKTAILS--An innovative attempt to portray, through animation, not only the history of hair care but also some "do-it-yourself" tips. ("Hair...tips", get it?) Special idea for today is how to cut your own hair to get that "wings" effect, then how to feather them back. ("Wings"? "Feather"? Oh, never mind...)

IN PRAISE OF HARMONY GOLD 2

By Jay Stranahan

A few months back I sent in an article that roundly denounced the so-called anime "purists" while heaping praise on Carl Macek for a job well done in the ROBOTECH series. Surely, I thought, this is enough to get anybody's goat. Whereupon I

sat back and awaited with equal parts of satisfaction and trepidation for the response...and waited...and waited...

The deathly silence out there has me a bit puzzled. Not one letter full of rabid sentiments about my tastes in animation (I hardly dare to use the dirty word "cartoon" any more - that would be just a tad much) has hit the pages of the San Antonio newsletter; not one mobile suit has dropped by and trampled on my house, hopefully with me and all my ROBOTECH tapes in it. A couple of pen pals have included encouraging notes in their letters, but I was hoping to really get a rise out of this issue.

Hence this second article. My detractors - and I hope to hear from them this time - will no doubt denounce this as a cheap ploy to get a free issue of the newsletter, seeing as my subscription is expiring. Well, okay, so I'm living off Top Ramen these days and need a stopgap while I scramble to meet the new subscription price. So sue me. That affects not one little bit the utterly outrageous statements I'm about to make!

I like ROBOTECH better than the original Japanese series from which it was derived.

G*A*S*P! Heresy! They ARE weird in California, aren't they...? Well, but wait a minute. Hear me out.

I've collected a smattering of episodes of each original ROBOTECH series: MACROSS, SOUTHERN CROSS, and MOSPEADA - and gone over them at great length. I got a kick out of seeing what they looked like before Harmony Gold tampered with them. I enjoyed the original music, the edited shower scenes, the original voice acting, and all the rest of it. But after all was said and done, I still prefer ROBOTECH. Why?

Because the Harmony Gold version was a production that was equally high in quality as the originals; music, voice acting, sound effects (they kept a lot of THOSE from the originals, I observed), mature plot and script, and everything. And I could UNDERSTAND it - a big bonus no matter how big a fan of the artwork you are. It was done in such a way as to look and sound good even if you hold it up next to the originals and compare notes. Somebody, or a bunch of somebodies, put a lot of heart into their work to make that happen.

The really big gripe seems to be that instead of doing straight English translations, they strung them together and formed a single storyline. I think that argument is moot for two reasons. First, you have to have quite a few more episodes than twenty or thirty to get a show syndicated on American TV. Then's the breaks. You either do it the way Carl Macek did, or you put your straight translations on video tape, where they do not reach nearly as many people. The public loses, your sponsor loses, and you lose - lost publicity, lost money to fund

future projects, and lost enjoyment for people who don't have VCRs or pen pals in the C/FO but DO get syndicated TV.

The other reason that I take ROBOTECH-bashing with a grain of salt is that there are a few folks out there who seem to regard anime as some kind of pure art form, as though they were Frenchmen who turn up their noses at imported English words. Sure, the fact that 99% of anime is in the original Japanese is part of the charm of it all. But for pity's sake, don't turn you back on new, innovative ideas. When an art ceases to expand and grow, it withers on the vine and dies. The plot restructuring in ROBOTECH, as brainstormed by Carl Macek, is original, consistent, and mature. It holds water and excites the imagination. Why snipe at it the way I've been seeing people do ever since I joined the C/FO. In fairness, most of the criticisms came from individuals at conventions, NOT from C/FO publications. There's a Jim Dandy on the first page of the BAYCON'86 synopsis booklet that describes ROBOTECH as "mutilated monkey puke screwed out by insensitive trashmongers." That - ahem - is one of the milder and less profane criticisms I've heard. Maybe I just keep running into the wrong people.



THEY BOTH REGRETTED THE CONFRONTATION
THOUGH THE OUTCOME WAS OBVIOUS.
MRS. POTATOHEAD SOON RECEIVED A CALL
FROM THE CITY MORGUE AND
KENSHIRO SPENT THE NEXT WEEK
COMBING POTATO OUT OF HIS HAIR.

So now I can safely say that, for myself at least, ROBOTECH is not just a convenient means to introduce a public stupefied by too many He-Man and Scooby Doo episodes to some quality animated entertainment. It is good solid entertainment in its own right, even if compared to the original series, without which I wouldn't have anything to pontificate about. In fact, I like it even better, plot twists, name changes, and all. So there.

Oh yes, by way of final note, has anyone out there seen - and, more to the point, heard - the English translations of the various anime movies done by the Japanese themselves? I have, and I am NOT impressed. Other than in MEGAZONE 23 PART II, they seem to have

made no attempt at remixing the soundtrack or getting any good voice actors. MACROSS, MY YOUTH IN ARCADIA, the BALDIOS movie--all emotionless and fake, all dead. That, at least, is my impression and that of the people I write to.

But there is hope. The English version of the MEGAZONE movie was great, and you know what? I managed to identify at least FIVE voice actors from the ROBOTECH series....

The defense rests. Nyaah, nyaah, nyaah.

[You can write Jay at 855 Lakeview Drive, Redding, CA 96001 if you'd like to let him know what you think ---RSS]

DRAGON BLOOD:

Lighting the Dragon's Fire (Part 1)

by Patricia Munson-Siter

Neko finished the last of her morning kata exercises as the sun began to peek over the hills that protected the inner core of Death Queen Island. She held the final pose, snap kick frozen in full extension, for a moment before relaxing it. She took several deep breaths, still feeling the tension in her muscles. She shook her long, bronze-colored hair back with a frown. Being on edge during combat was one thing, and could give one an advantage if used correctly. Being tensed up when not fighting could tire one needlessly. She couldn't think of why she felt so uneasy. Perhaps a bit of meditation would help?

She walked with the unconscious grace of a highly trained athlete. Five years as a trainee on Death Queen Island had certainly removed any traces of the coltish awkwardness she had been going through when she'd been kidnapped from home at 13. All traces of the somewhat shy, bookish youngster had disappeared, duly trained or beaten out of her since her arrival, and replaced by a well-muscled, slender young woman who carried an almost visible air of self-confidence around her. The dark attire of a senior trainee was brightened by the silver-dyed belt of one chosen to compete for an Ankoku Cloth. Her days a trainee, one way or another, were almost over. She viewed the prospect with mixed feelings. She had no doubts about her own ability as a fighter. She had learned her lessons well enough to be certain she'd have an excellent chance to win. She had early chosen to be one of the loners here, to not join any of the various gangs the trainees had formed, so she had HAD to become an outstanding fighter...or she would have died long since. Her sensei, Ankoku Lynx Saint Terrell, had also seen to that as well. She'd seen the old man kill several of his

trainees who weren't advancing quickly enough to suit him. One of those students, she thought with a certain amount of rancor, would kill him one of these days.

No, what made her uneasy was the fact that if she won one of the dark cloths, she would be forced to formally swear allegiance to Ares, the War God whose training camp this was. She did not want to take that step. She disliked Ares' methods, as evidenced so strongly here on Death Queen Island. Her only option was escape - but, somehow, she was not ready to leave here yet. Something undefinable held her to this place. If she could but satisfy that need, she would be gone. Such desertion would result in the Ankoku Saints hunting her, but she felt certain that she could evade them, if she could reach the mainland. If she swore fealty to Ares, she would be honor-bound to obey his rules and orders. There would be no further thoughts of escape at that point, for Neko would not renege on such a pledge, no matter how reluctantly taken.

As she walked quietly past the barracks where the younger trainees were housed, she heard the hoots and laughter that marked someone - or something - being the target of one of the trainee gangs. The sadistic streak among many of the trainees and Saints here had at first sickened the younger Neko until she'd learned to at least outwardly harden herself to such demonstrations. She frowned, wondering who was being picked on this time. Probably one of the newer arrivals. She remembered all too well how miserable her first year here had been, until she'd learned enough from Ankoku Lynx to be able to give as well as she got. She rounded the corner and discovered that several of her year-mates, lead by one of her unfriends, Gremmi, were in the process of killing several puppies in front of a few horrified newcomers.

"Ah, Nekosan, won't you join us?" Gremmi remembered her reaction to such exhibitions when they'd first arrived, and suspected she cared no more for them now than she had then. And he had yet to be selected as a candidate for Cloth...

Neko's answering smile was more snarl than anything else. "No thanks, Gremmichan," she replied with the biting sarcasm that had become one of her trademarks here, and had gotten her into trouble countless times. "Torturing animals that can't fight back is something for children. A true warrior wouldn't waste his or her time on such...unproductive...practice."

Gremmi's mouth tightened, and his eyes gleamed angrily as she nodded and left them. She'd pitched her voice so all present had heard. With this insult added onto his fury at her being selected as a candidate for Cloth while he had not, she knew the young monster would be bent on revenge. A predatory smile hovered on her lips for a moment. Gremmi would be one opponent she'd feel no compunction about killing, given the proper opportunity. Actually, she regretted very few of the half-dozen or so deaths she had caused here. Most of them had been as bad, or worse than, Gremmi. Knowing Gremmi, he'd give her the excuse sooner or later. (Such a thought, the anticipation, would have horrified her before she'd come here almost as much as the tortures she'd seen - and experienced.) Gremmi...Gremmi was basically a coward. If he challenged her, it would not be one-on-one. He'd convince several of his gang-mates to join in, she was sure. Oh, well...the more the merrier, and if they ganged up on her no one would question if she killed a few. She might end up somewhat battered, but was sure that with Gremmi and his ilk - who relied more on their numbers than on fighting skill to win their battles - she could more than hold her own. Especially now that she'd learned to call on the power within herself, the energy Ankoku Lynx referred to as each Saints' -



Neko

and potential Saints' - "Cosmo".

She continued walking, passing by a small storage shed currently watched over by three of Ares' guards. She'd been one of several trainees tasked earlier that week with carrying in the Cloth Ares had decided would be awarded to the winners of the upcoming competition. She'd found herself responding on a very deep level to that of the Ankoku Dragon Cloth; it had been with great reluctance that she'd placed the ebon box on its pedestal and turned her back on it. Even now, she could all but feel its call. Resolutely, she kept walking away from the camp and toward the ledge that was her favorite meditation spot.

She was unaware that Gremmi was not the only one who watched her departure.

"Yes, that will do quite well for her final test," Terrell said to the camp's commander, Jango. "Gremmi and his friends will be waiting for her when she returns."

"Gremmi has been becoming something of a problem, so if she eliminates him it will be no loss," Jango agreed.

"You sure it is the Dragon Cloth she is to earn? You know what Ankoku Cephus said about his sparring match with her. She is already as powerful as our bronze-level Ankoku Saints, and should be considered for a higher Cloth."

"Not quite yet," Jango disagreed. "While we need the sort of independence she shows for our Blank Saints, your comments about her stubbornness have made me decide on a test period before we upgrade her to a higher Cloth. Besides, as you yourself have said, her soul-form is already assuming the shape of a dragon, even more so than Siiva, the other I had considered for this Cloth. Besides, I am not sure that I entirely trust her. In some ways she shows a streak of honor that may make her unsuitable as a servant of Ares."

Terrell shrugged. "Once she's taken oath, she will never swerve from her duty, no matter her own opinion of the missions she is assigned," he said. "She will be true to her vows unto death if necessary. You can't say the same thing for others like Gremmi."

"No," Jango agreed. "Gremmi, for all that he would have no compunction about carrying out any orders we gave him, would ultimately put himself and his own life before any oath he took. And he depends too much on others for support. Our Saints must be able to operate for long periods on their own, when they can rely on no one. Gremmi is too weak to be a Black Saint. That's why he has not and never will be in competition for Cloth."

"You'd think they'd be smart enough to notice over their years as trainees that most of those who are selected as Ankoku Saints are the loners of their number, not those who band together," Terrell muttered.

"No. Such an idea is foreign to them," Jango replied. "It does not occur to them that those who chose to ignore the blandishments of the gangs are also - by necessity - the best fighters. Nor does it occur to them that our best Ankoku Saints are those who don't give a damn what others think of them. They're the ones who are strong enough, mentally as well as physically, to carry out the missions I assign them, who will have the tenacity to complete their missions no matter how long or difficult they are."

"I know," Terrell replied acidly. "And Neko has the capacity to be one of your best."

"She has the potential," Jango agreed. "Perhaps even to win Gold, should she live long enough. I'll admit that. I am just not sure ... well, once she's an Ankoku Saint and has taken Oath, we'll see how she reacts to the missions she is sent on."

"Agreed. That will be the true test," Terrell frowned.

Jango looked sideways at Neko's guru. "How well can she teleport?" he demanded.

"She gas learned the basics quickly and well," Terrell replied matter-of-factly. The ability to teleport was important to those whose future missions would require them to enter and leave various areas undetected and unnoticed; in order to be even considered for an Ankoku Cloth a trainee had to have mastered the basics of teleportation. "Her control is outstanding. However," and he looked out of the corner of his eye at Jango, a knowing smile on his lips, "That isn't so much what you're interested in as her current range, neh?"

"Indeed. We cannot afford to give her opportunity to escape once she's won the Cloth and before she is sworn."

Terrell noted with some satisfaction that Jango, too, was sure his student would be triumphant in this crucial test. "if she were capable of reaching the mainland, she would already be gone," he said slowly.

"Ahh..h..h. One reason you've pushed to have her up for Cloth now, Lynx?"

"Perhaps," Terrell replied, his smile widening. "she will be returning shortly, I am sure. Shall I set the scene for what is to come?"

"Go," Jango agreed. He smiled grimly as Ankoku Lynx left. He'd watched Terrell's student closely in the last year or two. She indeed had enormous potential; they'd selected well in picking her as trainee. Now to insure that potential was harnessed to serve his master, Lord Ares...

----- To be concluded next month -----

[This story takes place in an alternate universe from the Saint Seiya series and is the beginning of a series of stories that Pat plans to write about Neko. As this is the first piece of non-humorous fan fiction we have run, your comments are solicited! -RSS]

